
6-02 : The Silver Mount Collection

Compiled by Michael Meunier

RVA PFS

Tier 3-4

WEEDWHIP CR 2

N Medium plant

Init +7; **Senses** blindsight 30 ft., low-light vision; Perception +1

Aura stench (DC 12, 1 minute)

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) **hp** 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +2

Defensive Abilities dig in, poisonous; **Immune** plant traits

Weaknesses languid whips

OFFENSE

Speed 10 ft.

Melee 3 tentacles +5 (1d4 plus poison)

Space 5 ft.; **Reach** 15 ft.

Special Attacks poison

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** —, **Wis** 13, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Improved Initiative, Weapon Finesse

SQ camouflage

SPECIAL ABILITIES

Camouflage (Ex) Since a weedwhip looks like a normal plant when at rest, a successful DC 15 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Dig In (Ex) A weedwhip can bury its central bulb in earth or sand as a move action, granting it partial cover against all attacks (*Pathfinder RPG Core Rulebook* 196), but preventing it from moving. It can extract itself from the ground as a move action.

Languid Whips (Ex) A weedwhip's tentacles don't threaten any squares, and doesn't make attacks of opportunity.

Poison (Ex) Tentacle—contact; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* nauseated 1 round; *cure* 2 consecutive saves.

The save DC is Constitution-based. **Poisonous (Ex)** Any creature that attacks a weedwhip with a natural piercing or slashing weapon is exposed to its poison.

HUNGRY FLESH (PATHFINDER RPG BESTIARY 4)

N Large ooze

Init -3; Senses blindsight 60 ft., scent; Perception -5

DEFENSE

AC 8, touch 6, flat-footed 8 (-3 Dex, -1 size, +2 natural)

hp 47 (5d8+25); regeneration 5 (acid or fire)

Fort +6, Ref -2, Will -4

Defensive Abilities amorphous; Immune ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +5 (1d6+4 plus disease plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (1d6+4 plus disease)

STATISTICS

Str 16, Dex 5, Con 20, Int —, Wis 1, Cha 1

Base Atk +3; CMB +7 (+11 grapple); CMD 14 (can't be tripped)

Skills Swim +11

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

Disease (DC 17) Injury; save Fort; onset 1 minute; freq 1/day; effect 1d2 Con & 1d2 Cha; cure 2 cons saves

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry

flesh loses a single application of the giant creature simple template for each hour that passes.

Reactive Regeneration (Ex) Whenever a hungry flesh takes piercing or slashing damage, it regenerates 5 hit points and gains 1 growth point.

Slime Trail (Ex) A hungry flesh leaves behind a trail of slime that acts as a *grease* spell (DC 17). Any living creature that touches this slime with bare flesh must succeed at a Fortitude save (with a +4 bonus) or contract tumor infestation. The slime dries up after 1 minute. The save DC is Constitution-based

Tier 6-7

IMMATURE MOONFLOWER

Young Moonflower (Pathfinder RPG Bestiary 2 0)

N Large plant

Init +6; Senses darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, -1 size, +11 natural)

hp 82 (11d8+33); fast healing 5

Fort +10, Ref +5, Will +4

OFFENSE

Speed 20 ft.

Melee bite +14 (1d10+7 plus grab) and

2 tentacles +12 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks light pulse, pod prison

STATISTICS

Str 24, Dex 14, Con 17, Int 5, Wis 12, Cha 17

Base Atk +8; CMB +16 (+20 grapple, +18 sunder); CMD 28 (30 vs. sunder, can't be tripped)

Feats Blind-Fight, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Skill Focus (Stealth)

Skills Perception +9, Stealth +10 (+26 in thick vegetation); Racial

Modifiers +16 Stealth in thick vegetation

Languages telepathy (1 mile, other moonflowers only)

SQ pod spawn

SPECIAL ABILITIES

Light Pulse (Su) As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a DC 18 Fortitude save or be blinded for 1d4 rounds. Moonflowers are immune to this ability. The save DC is Constitution-based.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the

swallowed creature is immediately wrapped in a tight digestive cocoon and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Escape Artist to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Pod Spawn (Ex) Should a moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the new moonflower and can be retrieved by killing it.

ADVANCED HUNGRY FLESH (PATHFINDER RPG BESTIARY 4)

N Large ooze

Init -1; Senses blindsight 60 ft., scent; Perception -3

DEFENSE

AC 12, touch 6, flat-footed 12 (-1 Dex, -1 size, +4 natural)

hp 57 (5d8+35); regeneration 5 (acid or fire)

Fort +8, Ref 0, Will -2

Defensive Abilities amorphous; Immune ooze traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +7 (1d6+7 plus disease plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (1d6+7 plus disease)

STATISTICS

Str 20, Dex 9, Con 24, Int —, Wis 5, Cha 5

Base Atk +3; CMB +9 (+11 grapple); CMD 18 (can't be tripped)

Skills Swim +13

SQ compression, monstrous growth, reactive regeneration, slime trail

SPECIAL ABILITIES

Disease (DC 19) Injury; save Fort; onset 1 minute; freq 1/day; effect 1d2 Con & 1d2 Cha; cure 2 cons saves

Monstrous Growth (Ex) A hungry flesh gains growth points from its reactive regeneration ability or from eating creatures. When it consumes a creature that's been dead no more than an hour, it gains 1 growth point if that creature is of its size or one size category smaller, or 2 growth points if its meal is larger than it is. Eating a creature takes a full-round action if it is the same size or smaller than the hungry flesh or 1 minute if it is larger. Each time a hungry flesh reaches 5 growth points, it gains the giant creature simple template. This template stacks with itself each time the hungry flesh gains another 5 growth points, but the hungry flesh can't increase its size beyond Gargantuan. When it stops gaining growth points, a hungry

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ALL TIERS

HEIR APPARENT (NPC Codex 251)

HUMAN ARISTOCRAT 4

Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 20 ft.

Melee mwk longsword +4 (1d8/19–20)

Ranged dagger +4 (1d4/19–20)

STATISTICS

Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense Motive +4, Survival +5

Languages Common, Elven

Combat Gear *oil of bless weapon, potion of cure moderate wounds, potion of spider climb*; **Other Gear** masterwork breastplate, dagger, masterwork longsword, noble's outfit, signet ring, 253 gp